

---

Subject: How can I select multiple directory/folders using FileSel?

Posted by [navi](#) on Thu, 17 Jan 2013 11:55:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi All,

In my application I need a way to provide my user with an interface to select multiple folders in-order to build a list of folders. FileSel.ExecuteOpen() with FileSel.Multi(true) allows the user to select multiple files at once and returns a nice list. But if FileSel.ExecuteSelectDir() is used then FileSel.Multi(true) is ignored and will still not allow to select more then one folder at a time!

I have tried having a look inside the FileSel Class. In particular the Execute() method. To complicated to understand what is going on in their. Any tips for how (or if possible) to go around implementing an extension around FileSel to achieve multiple folder selection?

Thanks & Regards

Navi

---

---

Subject: Re: How can I select multiple directory/folders using FileSel?

Posted by [mirek](#) on Sat, 19 Jan 2013 14:14:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Multi support for SelectDir added.

Mirek

---

---

Subject: Re: How can I select multiple directory/folders using FileSel?

Posted by [navi](#) on Sat, 19 Jan 2013 14:18:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Sat, 19 January 2013 15:14Multi support for SelectDir added.

Mirek

wow! awesome! you are amazing! so quick!

heaps of thanks & regards

navi

---

---

Subject: Re: How can I select multiple directory/folders using FileSel?

Posted by [navi](#) on Sun, 20 Jan 2013 01:41:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Finally got it working. I guess it just missed the Nightly builds of 01/19/2013 (release 5717). I

actually though you only changed the FileSel.cpp and FileSel.h, so I downloaded these 2 files from SVN and it didn't work. But I downloaded the entire <http://upp-mirror.googlecode.com/svn/trunk/uppsrc/CtrlLib/> and is now working 100%. I guess your changes spread much wider then only FileSel.cpp and FileSel.h.

One strange thing:

I am actually slightly cheating the system with this

```
class FileSelExtended : public FileSel{  
public:  
    Vector<String>& GetVector(){ return fn; }
```

```
};
```

I am actually selecting at least hundreds of files/directories. thousands in many cases. so coping the name one by one using the operator[] seemed a bit of waste of cpu. I know, its not good and essentially a security issue for FileSel if not careful. but honestly ones I get the vector, I do not need to use any other function from that FileSel instance at this point.

now the strange bit is, in case of filename, you only keep the filename in the fn vector and append the path at operator[]. where in case of folders you keep the whole path and the folder name in fn vector. I no issues with it what so ever. I am happy with or without path in fn. you are the author, I guess you know best.

regards  
navi